Revenant Mutant Lizard

No more than 2 of this unit can be in your army.

No	M	WS	BS	S	T	W	A	Ld	Sv
5-10	9"	4+	6+	4	4	2	1	-	5+

Ability: Already Dead - At the end of each phase, if any wounds or MW's are allocated to this unit, roll 3D6 and add the # of Wounds and MW's lost to that roll. On a 20+, this unit is destroyed. On any other roll, regain all lost wounds (re-surrecting destroyed models, if necessary) In morale phs,

Zombie Powder (Aura): Within 6" of this unit, Friendly units that have lost models this turn get to roll 1d6 each. The # rolled indicates how many destroyed models of ≤2 wounds return to that unit.

Infected Bite: ~~When~~ each time an enemy is wounded by this unit, roll 1D6. On a 6 unmod'd, +1 MW.

It's Alive!: Whenever ~~models~~ attacks from this unit destroy enemy models, roll 1d6. On a 5+, that ~~unit~~ model(s) reanimate and join this unit. Their characteristics change thus: M becomes 9", WS 4+, BS 6+, A1, Ld -. S, T, and Sv are unchanged, but Inv. Svs, and all abilities and Keywords, are lost. If the unit is a MONSTER, it reanimates on a 6+. VEHICLES do not reanimate. Re-animated models have ½ ord. wd limit (rounding down)

Fight Mutant Lizard

you may take no more than 4 of this unit in your army.

No	M	WS	BS	S	T	W	A	Ld	Sv
5-15	18"	3+	3+	3	3	2	2	6	5+

Encouraging Presence: Friendly M.L. units within 12" of this unit get +1 to Ld. characteristic and +1 to C.A. tests.

Spoiling for a Fight: can charge after advancing.

Persistent: The 1st time each model in this ~~model~~ unit fails to wound, it ~~may re-roll that wound roll.~~ makes an extra attack.

Goo ~~Wipes~~ Mutant Lizard

You may take no more than 3 of this unit in your army.

Unit size: ~~5~~-10 (0 pro stats as normal)

Uncanny Precision: Re-roll any or all '1' results (unmod'd) when shooting with this unit. **Goo Spit** * If it hits, no Svs. If hits = -> ½ of † that roll

~~Blinding Wipes:~~ R12" Type P Pistol 1 S - AP - D -

~~Unmodified 6's make enemies on the hit roll -1 to hit~~

Mutagenic: Unmod'd hit rolls of 6 X3 †; a model of up to 2 wounds becomes a Mutant Lizard (is replaced by) from the target enemy unit. It is ignored in the ensuing ~~phases, and in the Morale phase, if Friendly units are w/in~~ 3" of it, roll 1D6. On a 5+, it returns to normal. Any other result, and ~~it~~ * joins the nearest unit of M.L. of its type. If no Friendly units are w/in range, if * 3 it is destroyed. ~~Unmod'd hit rolls of '6' x 6+: A model of up to 5W becomes a Raptor (or Dacty, if it can FLY). Such 6s x 9+. A model of up to 9W becomes a Rex. Same rules apply. If no larger models are in the unit, each extra 3-6 results make 1 M.L. each.~~ (Doesn't work on VEHICLES) † models in unit, or > ½ of model's wounds (if a single model unit), it can't Normal Move, Advance, or Fall Back on its next turn.

Lightning Mutant Lizard

No.	M	WS	BS	S	T	W	A	Ld	Sv
5-10	18"	2+	2+	3	3	1	3	7	4+

you can only take 1 Lightning M.L. unit in your army.

Weapons: Lightning Ball, Chain Lightning, Thunderbolt Biostatic Rattle (Acva)

Ability: ~~[illegible]~~ At the start of the Fight phase, ~~choose one~~ all enemy units w/in 3" of this unit. Roll 3D6, if you get higher than the enemy's Ld ch., until the end of the phase, it can't re-roll ~~[illegible]~~ hit or wound rolls.

Lightning Speed: This unit always fights first.

An unmodded 1-3 always misses as a hit roll, no matter what other powers the attacker may have.

Lightning Ball
D6
Rng 6" Type Grenade ~~[illegible]~~
S ~~[illegible]~~7 AP-~~[illegible]~~1 DD3 Blast

Chain Lightning
Rng 12" Type RF1
S 7 AP-1 D1
Roll 4+ hit roll: +1 attack (max 4 extra attacks)

Thunderbolt
Rng 120" Type Heavy 1
~~[illegible]~~ S12 AP-5 D6~~[illegible]~~
This weapon automatically wounds its target. Can shoot once per battle.

Savage Mutant Lizard

No	M	WS	BS	S	T	W	A	Ld	Sv
5-10	18"	3+	3+	~~[illegible]~~4	~~[illegible]~~2	1	3	6	~~[illegible]~~5+